

SET 24: Java

(Constructors and Function Overloading)

1. WAP to find the area of different entities like circle, triangle, square and rectangle using function overloading.
2. WAP to find the average of two numbers, three numbers, four numbers and n numbers using function overloading.
3. WAP to find the distance between two objects of a class called point when the class is having default constructor, parameterized constructor and function called getDistance().
4. WAP to find area of triangle for given 3 points where each point belongs to different classes.
 - 1st point need to use default constructor .
 - 2nd point need to use parameterized constructor.
 - 3rd point need to use other class object in its constructor and find the area in the other class method.
5. WAP to create 3 classes which contains 2 data members and having 1 constructor and 1 member function to find GCD then get the GCD at main class and find biggest of these GCD's in third class function.
6. WAP to create a class which contains an integer array as its data member. Create 2 objects for the class and give the value to the array using default constructor and parameterized constructor and merge both one after another using method in the same class.
7. WAP to create a class which contains an integer array as data member and create a parameterized constructor to assign the values for the data members. Pass the object of this class to a method of another class to calculate mean and standard deviation and embed this mean and standard deviation into an object of another class called Datakeeper and return the object to the main and print mean and standard deviation.
8. WAP to print a class which contains an integer matrix of size 2x2 as a data member and assign the values to the matrix using parameterized constructor and create a method in the same class called getTranspose() which returns the transpose of the matrix.

9. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getNormTransnorm() of class called Transnorm and return the trans and normal by embedding into object of class called Datakeeper and print trans and normal at main.
10. WAP to create a two classes called Matrix1 and Matrix2 each class contains two data members as matrix of size 2x2 with parameterized constructor. Send the object of these two classes to a 3rd class called Addition where find the addition of these two matrix and return the addition at main.
11. WAP to swap the biggest and smallest elements of an array Where array will be the data member of a class. And pass the object as argument to the other class Called big small to find the biggest and smallest.(use constructors to load the objects)
12. WAP to sort an array in ascending order and descending order for the two objects of class. Where array will be the data member of a class. And pass the object as argument to the other class Called Sort which contain two functions like ascending and descending .(use constructors to load the objects)
13. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getPrincipalElements() of class called Elements and return the elements in an array.
14. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getaboveSecondaryDiagonalElements() of class called Elements and return the elements in an array. and getBelowSecondaryDiagonalElements().
15. WAP to create a class called matrix which contains an integer matrix of size 3x3 and assign the value to the matrix using parameterized constructor. Now send this object of this matrix class to the function called getBoundaryElements() of class called Elements and return the elements in an array.
